GOLLOPS STAR / COMMON ENCOUNTERS

45 cards / 44 x 60 mm / Actual size (100%)

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-001 / GOLLOPS STAR 0.20

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-002 / GOLLOPS STAR 0.20

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-003 / GOLLOPS STAR 0.20

1 THRALL

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-004 / GOLLOPS STAR 0.20

2 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-005 / GOLLOPS STAR 0.20

2 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-006 / GOLLOPS STAR 0.20

2 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-007 / GOLLOPS STAR 0.20

2 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-008 / GOLLOPS STAR 0.20

3 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-009 / GOLLOPS STAR 0.20

3 THRALLS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
5	4	5	1

FANGS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-010 / GOLLOPS STAR 0.20

1 WARRIOR

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-011 / GOLLOPS STAR 0.20

1 WARRIOR

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-012 / GOLLOPS STAR 0.20

1 WARRIOR

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-013 / GOLLOPS STAR 0.20

1 WARRIOR

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-014 / GOLLOPS STAR 0.20

1 WARRIOR

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-015 / GOLLOPS STAR 0.20

2 WARRIORS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-016 / GOLLOPS STAR 0.20

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GOLLOPS STAR / COMMON ENCOUNTERS

45 cards / 44 x 60 mm / Actual size (100%)

2 WARRIORS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-017 / GOLLOPS STAR 0.20

2 WARRIORS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
10	4	4	2

PLASMA / 2 TILES

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	2	D6+1

CLAWS / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+2	1	1	D6+1

If engaged, attack enemy with lowest HP. If enemy in range, shoot nearest. Otherwise move towards nearest. (11)

C-018 / GOLLOPS STAR 0.20

1 RAZORHOUND

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-019 / GOLLOPS STAR 0.20

1 RAZORHOUND

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-020 / GOLLOPS STAR 0.20

1 RAZORHOUND

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-021 / GOLLOPS STAR 0.20

2 RAZORHOUNDS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-022 / GOLLOPS STAR 0.20

2 RAZORHOUNDS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-023 / GOLLOPS STAR 0.20

2 RAZORHOUNDS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-024 / GOLLOPS STAR 0.20

3 RAZORHOUNDS

MONSTER / STATS PER ALIEN

HP	AP	SPEED	ARMOUR
6	4	6	0

BITE / MELEE

TOTAL ACC	SHOTS	AP COST	DAMAGE
+3	1	2	D6+2

If engaged, attack enemy with lowest HP (11). Otherwise move towards nearest enemy (11).

C-025 / GOLLOPS STAR 0.20

SHOULDER TORCH

SHOULDER MOUNT

When the wearer enters a tile for the first time and new tiles are placed, choose one of the new tiles and place one more tile beyond it, at the exit opposite the one it was found through. It gets an encounter card as normal.

C-026 / ITEM GOLLOPS STAR

SHOULDER SCANNER

SHOULDER MOUNT / SCAN 1 AP

Turn over and resolve a face-down encounter card on a vent tile that shares an edge with your tile. If the tile has two, choose one. The tiles do not need to be connected. You count as the soldier who found it.

C-027 / ITEM GOLLOPS STAR

MEDKIT

REUSABLE MEDICAL EQUIPMENT

AP	HEAL
2	3

REVIVE TO 2 HP

Heal yourself, or a soldier next to you, by 3 HP, up to their maximum. Or revive a downed soldier next to you, who returns with 2 HP. You cannot use a medkit while engaged. A medkit is not used up.

C-028 / ITEM GOLLOPS STAR

MEDKIT

REUSABLE MEDICAL EQUIPMENT

AP	HEAL
2	3

REVIVE TO 2 HP

Heal yourself, or a soldier next to you, by 3 HP, up to their maximum. Or revive a downed soldier next to you, who returns with 2 HP. You cannot use a medkit while engaged. A medkit is not used up.

C-029 / ITEM GOLLOPS STAR

PISTOL

ONE-HANDED

PAIRED

ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

RANGE 2 TILES

A compact, dependable backup.

C-030 / ITEM GOLLOPS STAR

SHOCK BATON

ONE-HANDED

PAIRED

ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+1

MELEE / CONTACT

An electrified close-combat baton.

C-031 / ITEM GOLLOPS STAR

SHOCK BATON

ONE-HANDED

PAIRED

ACC	SHOTS	AP	DAMAGE
+2	1	1	D6+1

MELEE / CONTACT

An electrified close-combat baton.

C-032 / ITEM GOLLOPS STAR

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GOLLOPS STAR / COMMON ENCOUNTERS

45 cards / 44 x 60 mm / Actual size (100%)

LASER SCOPE
SCOPE FITTING



Scope fitting. Fit to a ranged weapon (1 AP). +1 accuracy. One scope per weapon. It stays on the weapon when the weapon is traded or dropped.

C-033 / ITEM GOLLOPS STAR

LASER SCOPE
SCOPE FITTING



Scope fitting. Fit to a ranged weapon (1 AP). +1 accuracy. One scope per weapon. It stays on the weapon when the weapon is traded or dropped.

C-034 / ITEM GOLLOPS STAR

SPECTRE V2 SENTINEL
MEDIUM ARMOUR



ARMOUR	SPEED
2	-1

Reinforced plates trade mobility for protection.

C-035 / ITEM GOLLOPS STAR

EXO-PLATE
HEAVY ARMOUR



ARMOUR	SPEED
3	-2

Heavy armour built to absorb punishment.

C-036 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-037 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-038 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-039 / ITEM GOLLOPS STAR

FRAG GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Roll D6+1 once. Every figure on the tile, soldier or alien, including aliens in its vent, takes that much damage minus its own armour and minus the cover dots on its space. Downed soldiers are not affected. Discard the card after use.

C-040 / ITEM GOLLOPS STAR

SMOKE GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

C-041 / ITEM GOLLOPS STAR

SMOKE GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

C-041 / ITEM GOLLOPS STAR

BAYONET
BLADE FITTING



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

Fit to a ranged weapon (1 AP). While this weapon is active you may make melee attacks with the bayonet without swapping weapons: Accuracy +1, 1 AP, D6. One blade per weapon.

C-043 / ITEM GOLLOPS STAR

BAYONET
BLADE FITTING



ACC	SHOTS	AP	DAMAGE
+1	1	1	D6

MELEE / CONTACT

Fit to a ranged weapon (1 AP). While this weapon is active you may make melee attacks with the bayonet without swapping weapons: Accuracy +1, 1 AP, D6. One blade per weapon.

C-044 / ITEM GOLLOPS STAR

SMOKE GRENADE
CONSUMABLE



THROW 2 AP / RANGE 2 TILES

A grenade always lands. Put the card on the tile. Nobody can shoot into that tile or through it. Figures inside can shoot out. Remove the card at the start of the next round.

C-041 / ITEM GOLLOPS STAR

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